

ABSTRACT

A method for stick and spoke replay in a processor. The method of one embodiment comprises dispatching an instruction for execution. The instruction is speculatively executed. It is determined whether the instruction executed correctly. The instruction is routed to a replay mechanism if the instruction did not execute correctly. It is determined incorrect execution of the instruction is due to a long latency operation. The instruction is routed for immediate re-execution if the incorrect execution is not due to the long latency operation. The routing of the instruction for re-execution is delayed if the incorrect execution is due to the long latency operation. The instruction is re-executed if the instruction did not execute correctly. The instruction is retired if the instruction executed correctly.